

FIG. 1

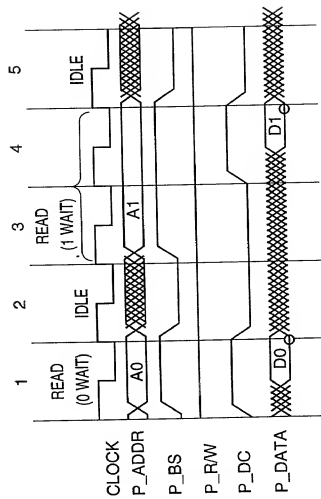


FIG. 2

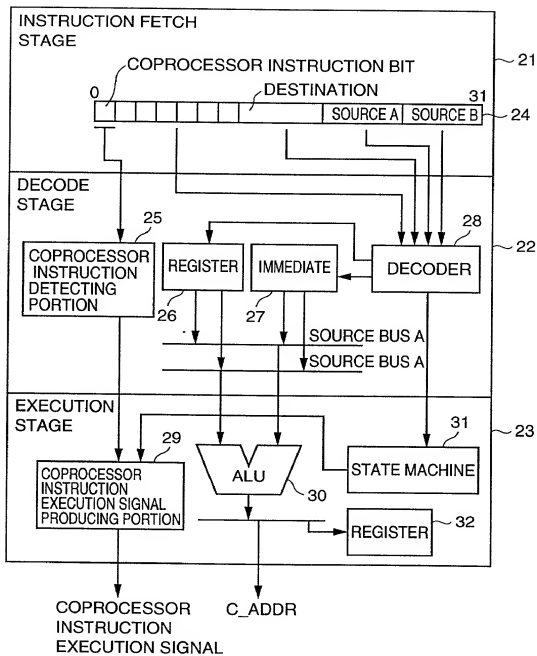
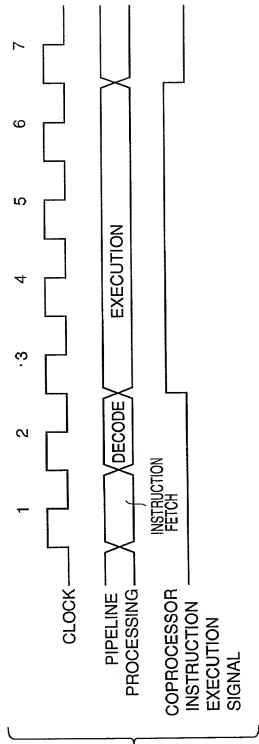


FIG. 3

FIG. 4



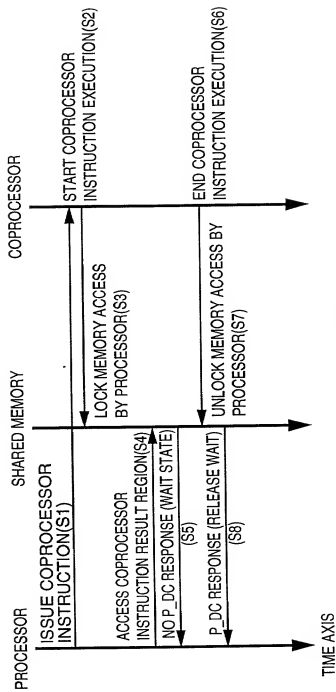


FIG. 5

FIG. 6

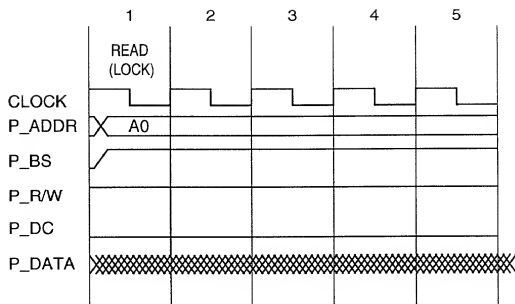
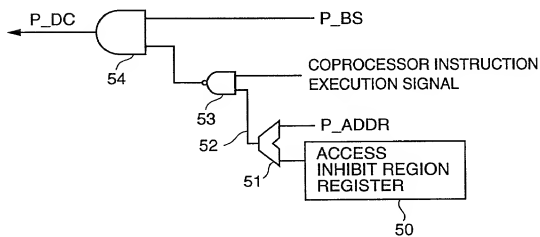


FIG. 7



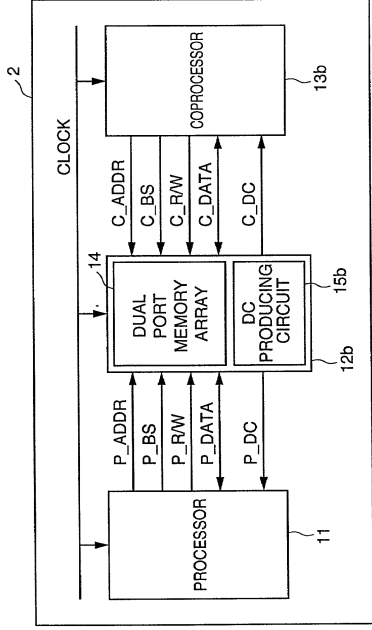


FIG. 8

FIG. 9

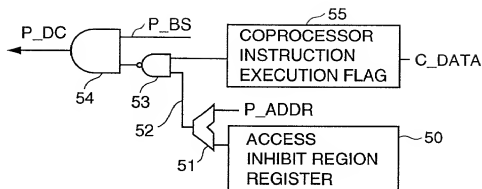
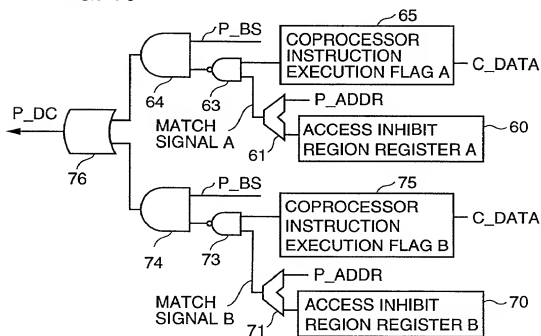


FIG. 10





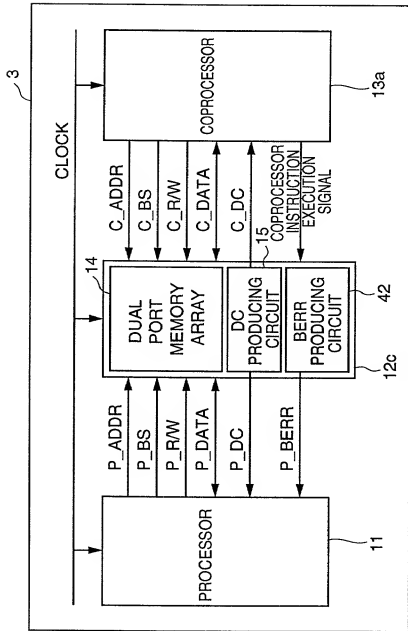


FIG. 11

09674438 : DESD J



09674438 : DESD J



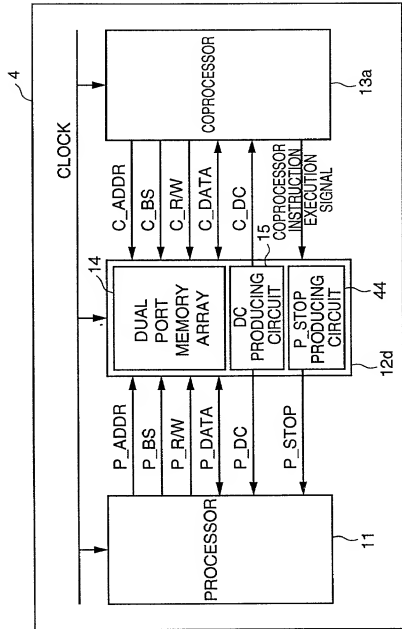


FIG. 14

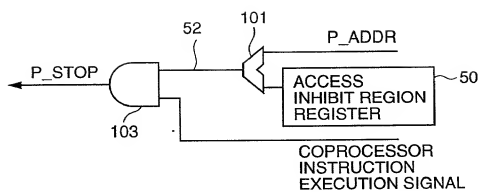


FIG. 15

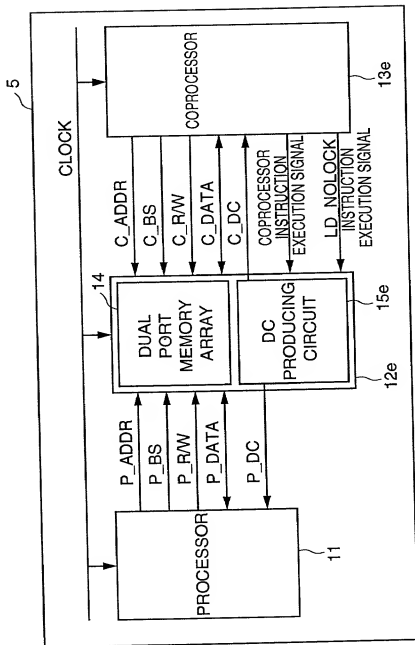


FIG. 16

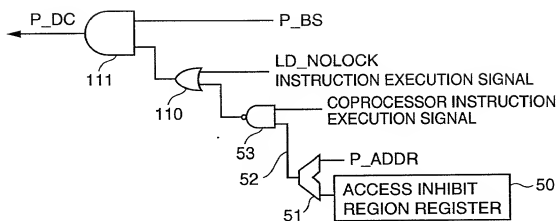


FIG. 17

The diagram illustrates a coprocessor instruction execution system, divided into three main stages: INSTRUCTION FETCH STAGE, DECODE STAGE, and EXECUTION STAGE.

- INSTRUCTION FETCH STAGE (21):** A COPROCESSOR INSTRUCTION BIT (0) and a DESTINATION (31) are provided. The instruction is split into SOURCE A and SOURCE B (24).
- DECODE STAGE (22):** The instruction is processed by a COPROCESSOR INSTRUCTION DETECTING PORTION (25). The DESTINATION (31) is used to address a REGISTER (26). SOURCE A and SOURCE B (24) are used to address an IMMEDIATE (27) and a DECODER (28). The DECODER (28) outputs SOURCE BUS A (27) and SOURCE BUS B (27).
- EXECUTION STAGE (23):** The instruction is processed by a SIGNAL GENERATION PORTION (62) and a COPROCESSOR INSTRUCTION EXECUTION SIGNAL PRODUCING PORTION (29). The REGISTER (26) and IMMEDIATE (27) are used to address an ALU (30). The ALU (30) outputs C\_ADDR (30). The DECODER (28) and ALU (30) are used to address a STATE MACHINE (31). The STATE MACHINE (31) outputs a REGISTER (32).

The final output of the system is LD\_NOLOCK, which is generated by the SIGNAL GENERATION PORTION (62).

—